```
<script>
let fibonacci = function(number) {
if (typeof number !== "number" || number < 0) {
    return "Sorry, that's not a valid number";
}
else if (number === 0) {
    return 0;
}
else  if (number < 3) {
    return 1;
}
var twoBack = 1;
var oneBack = 1;
var newVal;
number -= 2;
for(i = number; i > 0; i--) {
    newVal = twoBack + oneBack;
    twoBack = oneBack;
    oneBack = newVal;
}
return newVal;
}


let factorial = function(number) {
    if (typeof number !== "number" || number < 0) {
    return "Sorry, that's not a valid number";
}
else if (number < 2) {
    return 1;
}
var value = 1;
for (i = number; i > 0; i--) {
    value *= i;
}
return value;
}

let  sumBetween = function(number1, number2) {
    if (typeof number1 !== "number" || typeof number2 !== "number") {
    return "Please input two valid numbers.";
    }
    if (number1 === number2) {
        return number1*2;
    }
```

```
    var min = Math.min(number1, number2);
    var max = Math.max(number1, number2);
    var total = 0;

    for(i = min; i <= max; i++) {
        total += i;
    }
    return total;
}


let changeconverter = function(cents) {
    if (typeof cents !== "number" || cents < 0) {
        return "Please specify a valid number of cents";
}
var numQuarters = Math.floor(cents / 25);
cents = cents % 25;
var numDimes = Math.floor(cents / 10);
cents = cents % 10;
var numNickels = Math.floor(cents / 5);
cents = cents % 5;
var returnString = "";
if (numQuarters !== 0) {
    if (numQuarters === 1) {
        returnString += "1 Quarter";
    }
    else {
        returnString += numQuarters + " Quarters";
    }
}
if (numDimes !== 0) {
    if (numDimes === 1) {
        returnString += "\n1 Dime";
    }
    else {
        returnString += "\n" + numDimes + " Dimes";
    }
}
if (numNickels !== 0) {
    returnString += "\n1 Nickel";
}
if (cents !== 0) {
    if (cents === 1) {
        returnString += "\n1 penny";
```

```
    }
    else {
        returnString += "\n" + cents + " Pennies";
    }
}

return returnString;
}

</script>
```